

## Nicola Frachsen

### Summary of Qualifications

Dynamic designer and communicator with a focus on accessibility and early-stage projects. Trained in all aspects of the agile software development pipeline. Proven ability to research, design, prototype, perform user testing, develop, and plan effectively within teams. Driven, thoughtful, and ensures every interaction is meaningful. Experience in and comfortable with in-office or at-home environments. Able to relocate or travel.

- Effective communication with peers and end users; confident public speaker.
- Comfortable with independent work, yet an enthusiastic team player.
- Goal-oriented, yet empathetic.
- Able to design, prototype, develop, and test applications.
- Organized and adheres to plans and expectations.
- Finds new challenges enjoyable and adapts well to changing situations.

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### Professional Experience

***UX Consultant & Writer – Deep Designs, LLC*** September 2021 – February 2022  
Miami, FL

- Created the MVP for VIBES, a project to improve middle school students' social and emotional aptitude and well-being, and provide resources to parents and teachers.
- Generated and applied consistent design language to ensure content was engaging.
- Created accessible interactions and wrote interactive scenarios to connect with students.
- Developed prototypes to present to students using Qualtrics and InVision.

***Field Organizer – Florida Democratic Party*** September 2020 - November 2020  
Miami, FL

- Organized, planned, and led official campaign events, collaborating with and featuring local LGBTQ elected officials.
- Used remote software to recruit, train, and manage teams of volunteers for phone banking and texting, following up on delegated work in a timely manner.
- Maximized local campaign outreach and visibility through data analysis, and collaboration with local organizations and social media groups.

***Programming Teaching Assistant – University of Florida*** January 2017 - April 2017  
Gainesville, FL

- Generated class content and plans in collaboration with a professor for a class of 300.
- Directly taught and mentored a group of ~20 students in weekly courses, furthering their talents in Java and Eclipse, and knowledge of the full software development pipeline.

***UI/UX Design Intern – Immersed Games*** January 2016 - April 2016  
Gainesville, FL

- Contributed to design of Tyto Online, using Balsamiq for wireframing and sign-off.
- Performed user research and created Personas to further accessibility of software for young students, a group often unacknowledged in software development.
- Contributed to prototyping, A/B testing, and QA to ensure usability of the end product.

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## Education

*University of Florida – B.S. in Digital Arts and Sciences*

August 2013 - May 2017  
Gainesville, Florida

Equivalent to Human-Computer Interaction. Included full computer science curriculum and additional coursework in interaction design, UX, UI, and writing.

*GPA: 3.87/4.00 – Graduated Cum Laude*

## Technical Skills

<i>Programming Languages</i>	Java, C++, C#, HTML/CSS, JavaScript
<i>Applications/Design Tools</i>	Invision, Balsamiq, Processing, Qualtrics, Git, MEAN stack, Unity, Maya 3D
<i>Management Tools</i>	Google Suite, Microsoft Suite
<i>Communication</i>	Fluent in English & French. Competed in debate tournaments at state and national levels in high school, awarded for excellence at Harvard Model Congress.
<i>Citizenship</i>	United States and France

## Sample Projects

- Donator: Class group project for a client from the Royal Bank of Canada. Designing, and prototyping an app for donating to the homeless. Included user research, interviews, generation of Personas, and reviews with the client. Created using Invision.
- Dying Dreams: Fully audio-based role-playing game designed to be inclusive of the blind, created following comprehensive research and design process. Personal senior project created using Unity and 3D audio technology.
- VIBES: Software platform aimed at providing personalized assistance to middle school students in developing their emotional well-being and interpersonal skills. The platform will also provide parents and educators the ability to support children's social-emotional learning. I developed its MVP and acted as a consultant for design and writing.

**Portfolio Available at** <https://nicolafrachesen.com>

**References Available Upon Request**